

LATER SPARTAN 450 BCE – 330 BCE

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CORE

A fuller Later Spartan list is available in the Rise and Fall of Persia sourcebook. This list covers Sparta from the Peloponnesian War until the conquests of Alexander.

A Late Spartan army must include a General and up to one sub-commander. A Late Spartan army must include at least one unit of Spartan Hoplites and at least two other units of Hoplites. Their historical enemies include Pre-Imperial Macedonians, Imperial Macedonians, Alexandrian Macedonians, Later Hoplite Greeks, the Successors, Epirote, Thracians, Illyrians, Bithynians and Later Achaemenid Persians.

A Later Spartan army must include a general, at least one unit of Spartan hoplites and at least two other units of Perioikoi hoplites.

Strategy Rating: 4

Climate: Fertile

ARMY SELECTION

Command:	Must include a general May include up to 1 sub-commander
Core:	Must include at least 1 unit of Spartan hoplites and 2 units of Perioikoi hoplites May include up to 7 other core troop selections
Support:	May include up to 6 support The number of support plus skirmish selections must not exceed the number of core selections
Skirmish:	May include up to 4 skirmish The number of support plus skirmish selections must not exceed the number of core selections
Allies:	Up to 20% of the points available may be spent on troops from the Allies section

COMMAND

A Later Spartan army must include a general and may include up to 1 sub-commander.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 3	9 + 3	+3	ARMY GENERAL, HEROIC LEADER	70
STRATEGOS	9 + 2	9 + 2	+2		50
TETRARCH	8 + 1	8 + 1	+1		FREE

Upgrades: None

Up to 1 Sub-commander

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+1	HEROIC LEADER	55

Upgrades: None

Players may select up to 10 units from the Core Troops section. At least two units of 1 unit of Spartan and 2 units of Perioikoi Hoplites must be taken.

Spartan Hoplites

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	26

Weapons: Long Spear, Hand Weapon

Armour: Large Shield

Special Rules: Drilled, Expert Swordsmen, Phalanx (Trained), Steady

Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Perioikoi Hoplites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	14

Weapons: Long Spear, Hand Weapon

Armour: Large Shield

Special Rules: Phalanx (Classical)

Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Subject State Hoplites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	7	14

Weapons: Long Spear, Hand Weapon

Armour: Large Shield

Special Rules: Phalanx (Classical)

Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Up to 1 unit of King's Bodyguard

Models per unit: 16-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	3+	4+	1	9	8	36

Weapons: Long Spear, Hand Weapon

Armour: Heavy Armour, Large Shield

Special Rules: Drilled, Expert Swordsmen, Phalanx (Classical), Relentless

Upgrades: None

This unit may only be taken if a Spartan king is leading the army and he must remain with the unit for the entire battle.

Mercenary Hoplites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	20

Weapons: Long Spear, Hand Weapon
 Armour: Large Shield
 Special Rules: Mercenaries, Phalanx (Classical)
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Levy Hoplites

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	5+	4+	1	5	5	7

Weapons: Long Spear, Hand Weapon
 Armour: Large Shield
 Special Rules: Levies, Phalanx (Classical)
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Up to 2 units of Peltasts

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add Long Spears at a cost of 1 pt per model.
 May be Drilled at a cost of 1 pt per model.
 May skirmish at a cost of 1 pt per model.

Units of no more than 15 models may opt to skirmish. These units are taken from the Skirmish section of the list, rather than the Support section.

Up to 1 unit of Greek Medium Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	3	5+	4+	1	6	7	19

Weapons: Hand Weapon, Long Spear
 Armour: Light Armour
 Special Rules: None
 Upgrades: May add heavy armour, upgrading ARM to 4+ at a cost of 2 pts per model.

Up to 1 unit of Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	2	6	4+	1	5	6	11

Weapons: Hand Weapon, Javelins
 Armour: None
 Special Rules: None
 Upgrades: May skirmish at a cost of 2 pts per model. Skirmish cavalry is taken from the Skirmish section of the list, rather than the Support section.

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen. Cretans may not be the first unit taken.

Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Javelins, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May exchange javelins for slings at no cost.

Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Self Bow, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Up to 1 unit of Cretan Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	6	4+	1	7	7	14

Weapons: Self Bow, Hand Weapon
 Armour: Buckler
 Special Rules: Mercenaries
 Upgrades: None

ALLIES

Up to 20% of the points available may be spent on troops from the Allies section.

Later Hoplite Greeks

LATER SPARTAN ALLIES

Later Spartan allies may be taken by other armies as indicated in their army list. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Later Spartan allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 1 unit of Perioikoi hoplites

Up to 1 unit of Spartan hoplites

Up to 1 unit of archers or javelinmen